FIG. 1A

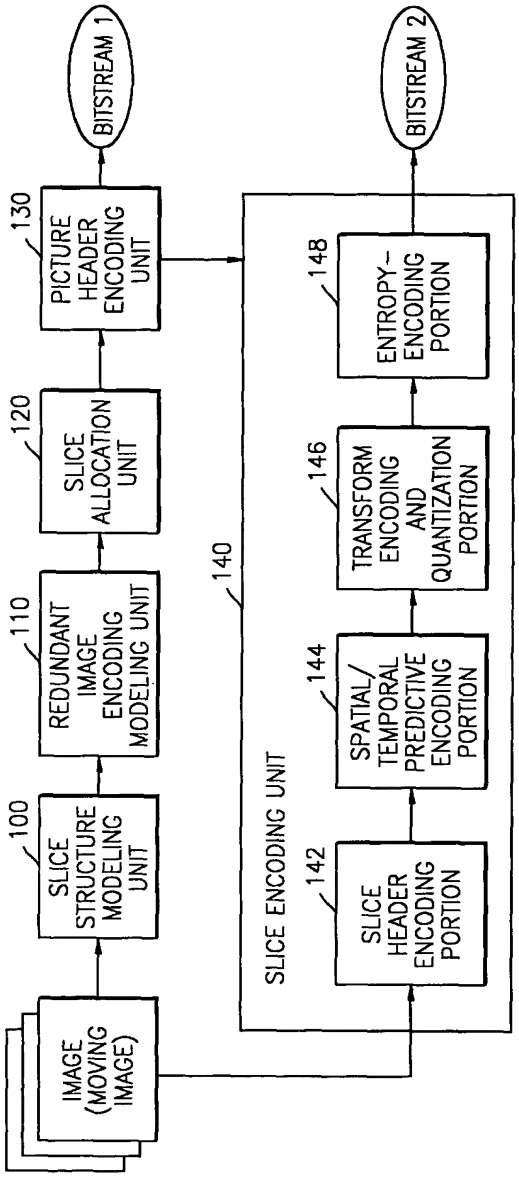


IMAGE (MOVING IMAGE)
100
SLICE STRUCTURE MODELING UNIT
110
REDUNDANT IMAGE ENCODING MODELING UNIT
120
SLICE ALLOCATION UNIT
130
PICTURE HEADER ENCODING UNIT
BITSTREAM 1
140
SLICE ENCODING UNIT
142
SLICE HEADER ENCODING PORTION
144
SPATIAL/ TEMPORAL PREDICTIVE ENCODING PORTION
146
TRANSFORM ENCODING AND QUANTIZATION PORTION
148
ENTROPY-ENCODING PORTION
BITSTREAM 2

FIG. 1B

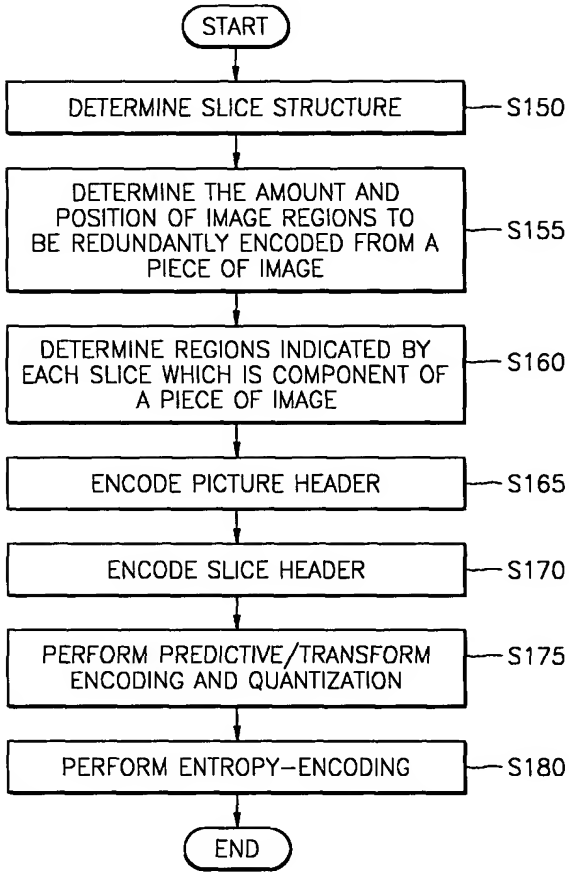

START
DETERMINE SLICE STRUCTURE
S150
DETERMINE THE AMOUNT AND POSITION OF IMAGE REGIONS TO BE REDUNDANTLY ENCODED FROM A PIECE OF IMAGE
S155
DETERMINE REGIONS INDICATED BY EACH SLICE WHICH IS COMPONENT OF A PIECE OF IMAGE
S160
ENCODE PICTURE HEADER
S165
ENCODE SLICE HEADER
S170
PERFORM PREDICTIVE/TRANSFORM ENCODING AND QUANTIZATION
S175
PERFORM ENTROPY-ENCODING
S180
END

FIG. 2A

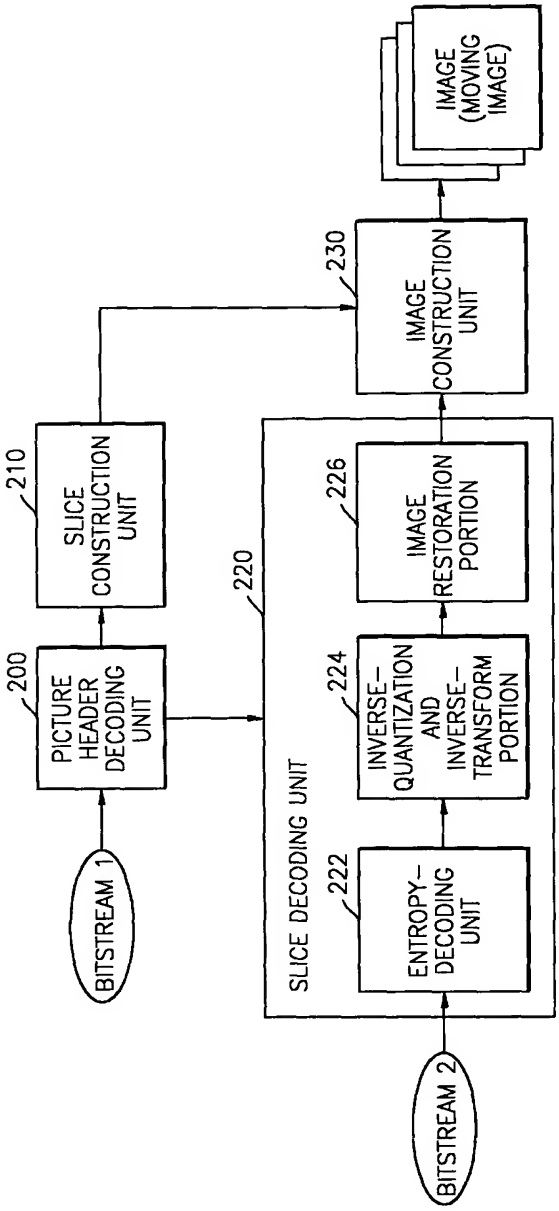

BITSTREAM 1
PICTURE HEADER DECODING UNIT
200
SLICE CONSTRUCTION UNIT
210
SLICE DECODING UNIT
220
ENTROPY-DECODING UNIT
222
INVERSE-QUANTIZATION AND INVERSE-TRANSFORM PORTION
224
IMAGE RESTORATION PORTION
226
IMAGE CONSTRUCTION UNIT
230
IMAGE (MOVING IMAGE)
BITSTREAM 2

FIG. 2B

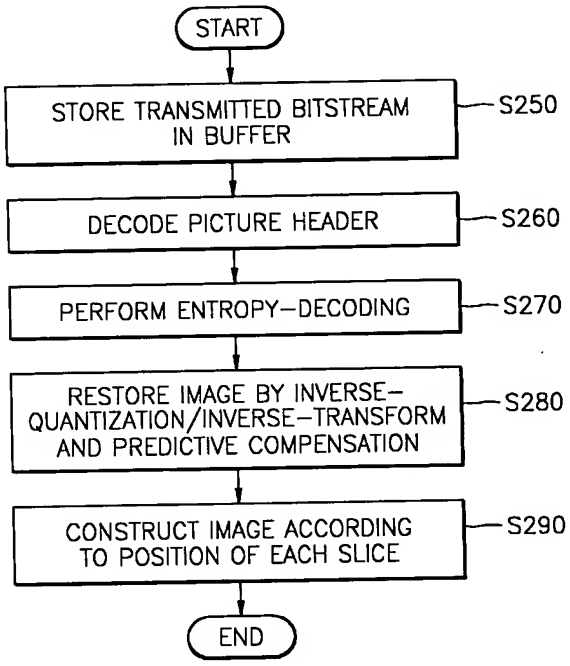

START
STORE TRANSMITTED BITSTREAM IN BUFFER
S250
DECODE PICTURE HEADER
S260
PERFORM ENTROPY-DECODING
S270
RESTORE IMAGE BY INVERSE-QUANTIZATION/INVERSE-TRANSFORM AND PREDICTIVE COMPENSATION
S280
CONSTRUCT IMAGE ACCORDING TO POSITION OF EACH SLICE
S290
END

FIG. 3A

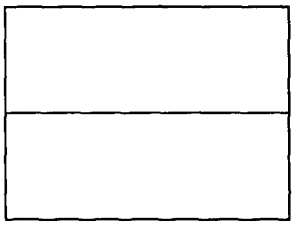


FIG. 3B

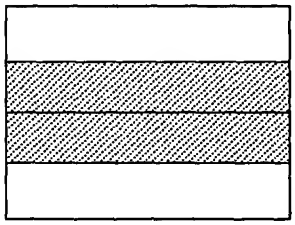


FIG. 3C

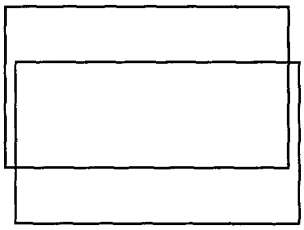


FIG. 3D

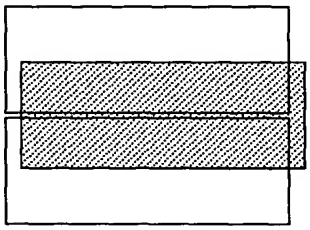


FIG. 4

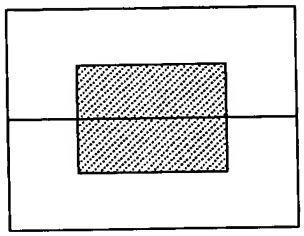


FIG. 5A

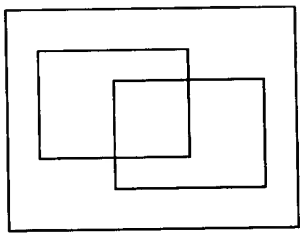


FIG. 5B

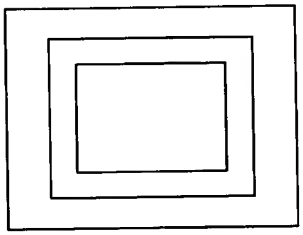


FIG. 6A

0	1	2	3	0	1	2
3	0	1	2	3	0	1
2	3	0	1	2	3	0
1	2	3	0	1	2	3
0	1	2	3	0	1	2

FIG. 6B

0	1	2	3	0	1	2
3	0	1,0	2,1	3,2	0	1
2	3	0,3	1,2	2,3	3	0
1	2	3,0	0,1	1,3	2	3
0	1	2	3	0	1	2

FIG. 6C

0	1	2	3	0	1	2
3	0	1,4	2,4	3,4	0	1
2	3	0,4	1,4	2,4	3	0
1	2	3,4	0,4	1,4	2	3
0	1	2	3	0	1	2

FIG. 7A

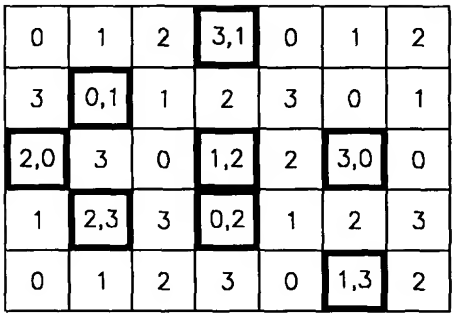

0 1 2 3,1 0 1 2
3 0,1 1 2 3 0 1
2,0 3 0 1,2 2 3,0 0
1 2,3 3 0,2 1 2 3
0 1 2 3 0 1,3 2

FIG. 7B

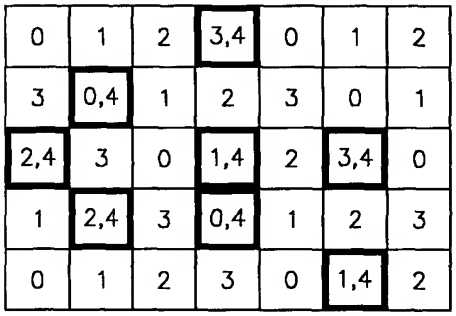
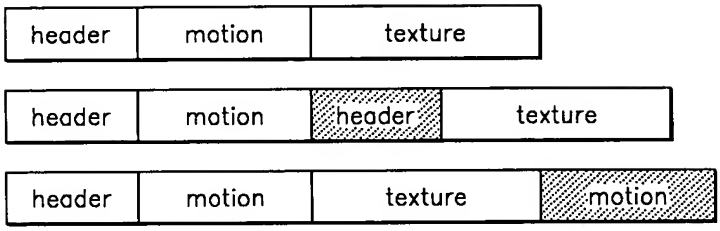

0 1 2 3,4 0 1 2
3 0,4 1 2 3 0 1
2,4 3 0 1,4 2 3,4 0
1 2,4 3 0,4 1 2 3
0 1 2 3 0 1,4 2

FIG. 8


header
motion
texture
header
motion
header
texture
header
motion
texture
motion

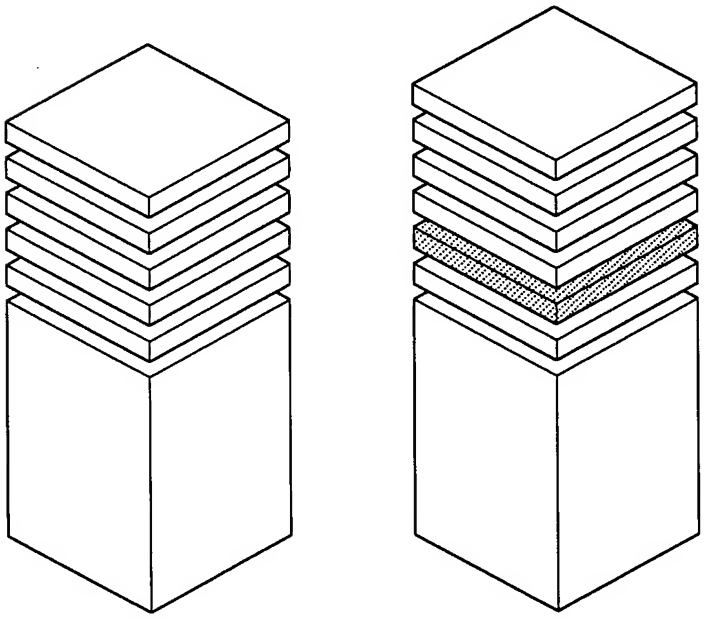



FIG. 9